

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

☐ Strength  
☐ Dexterity  
☐ Constitution  
☐ Intelligence  
☐ Wisdom  
☐ Charisma

SAVING THROWS

☐ Acrobatics (Dex)  
☐ Animal Handling (Wis)  
☐ Arcana (Int)  
☐ Athletics (Str)  
☐ Deception (Cha)  
☐ History (Int)  
☐ Insight (Wis)  
☐ Intimidation (Cha)  
☐ Investigation (Int)  
☐ Medicine (Wis)  
☐ Nature (Int)  
☐ Perception (Wis)  
☐ Performance (Cha)  
☐ Persuasion (Cha)  
☐ Religion (Int)  
☐ Sleight of Hand (Dex)  
☐ Stealth (Dex)  
☐ Survival (Wis)

SKILLS

PASSIVE PERCEPTION

ARMOR CLASS

CURRENT HP

HIT DICE

INITIATIVE

SPEED

SUCCESSES ☐ ☐ ☐ ☐  
 FAILURES ☐ ☐ ☐ ☐  
 DEATH SAVED

INVENTORY & EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

WEAPON	TYPE
RANGE	ATK BONUS DAMAGE
WEAPON	TYPE
RANGE	ATK BONUS DAMAGE
WEAPON	TYPE
RANGE	ATK BONUS DAMAGE

ATTACKS

FEATURES & TRAITS

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

